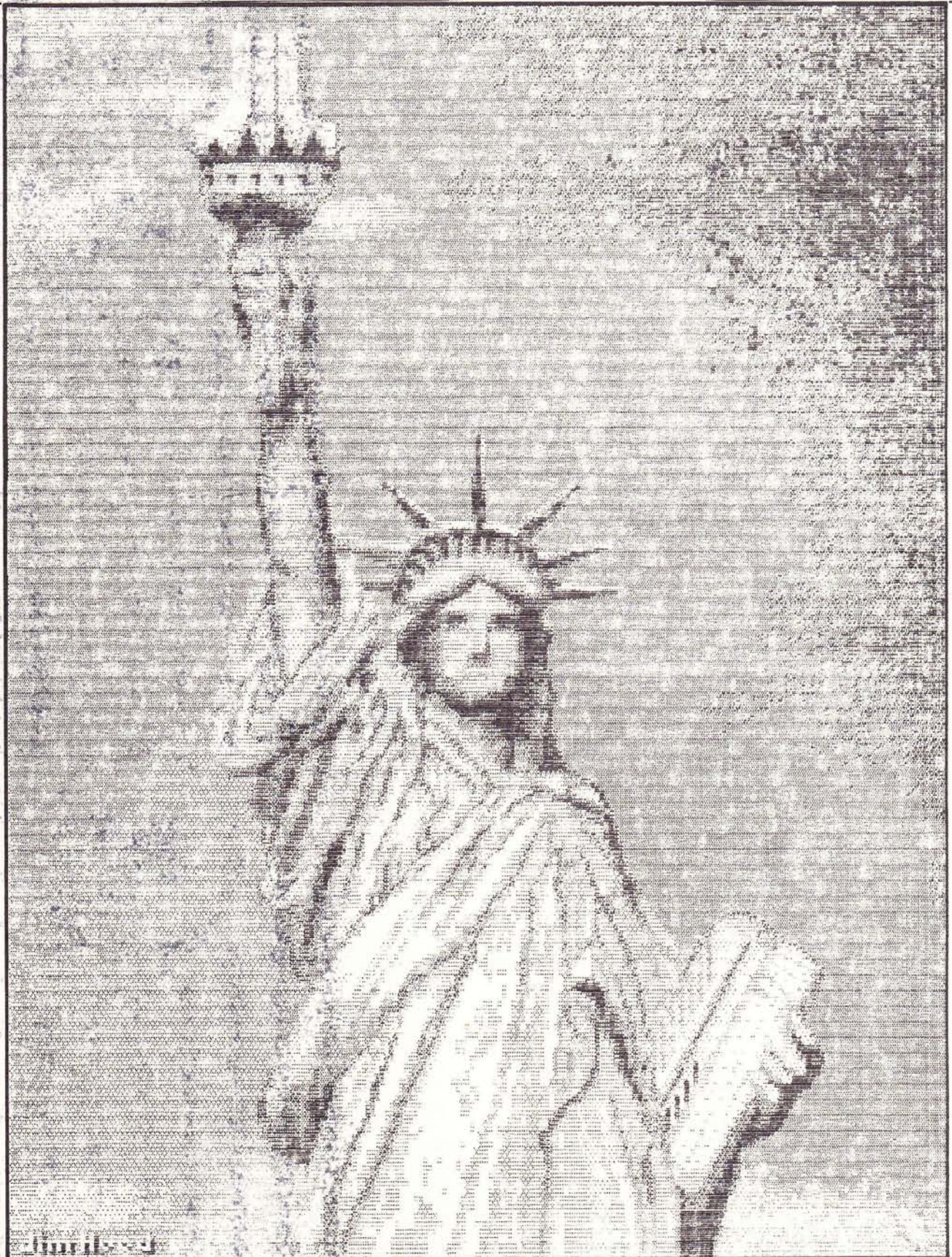


SLCC Journal

6/86

San Leandro Computer Club



Amiga 500

Beginner's SIG

RICHARD STIEHL

NOW THAT IT IS PLUGGED IN...

If you consider yourself a beginner Atari Computer User, then this is the place for you! Once a month the Beginner's SIG meets at the San Lorenzo public library.

A variety of subjects are discussed from "Bootling" DOS, to connecting peripherals, to the Atari computer itself, and how to utilize these effectively. We have even looked at and discussed certain software.

If you have any questions whether of a beginner's nature or otherwise, please come to the BEGINNER'S S.I.G. or you may feel free to call me at the following number during the day or evening: 835-9857. If I can't answer your question I will find someone who can.

Please see the CLUB CALENDAR for the date and time of the next meeting.

Software Exchange

TOM TISBY & RON DEVINE

WANTED: Users interested in trading their public-domain disks with the San Leandro Computer Club. Experience not required. All that is required however, is that you have some good new public-domain software. Individuals, national user groups, and international user groups may donate. All others can donate also too. **REWARD:** Free Floppy-Of-The-Month of your choice for each public-domain disk filled. If you like to participate, write for more information and/or send your disk(s) to:

Tom Tisby & Ronald Devine C/O
San Leandro Computer Club
P.O. Box 1525
San Leandro, CA 94579

Please mark "DO NOT FOLD" on your envelope.

SLCC Journal

The San Leandro Computer Club for Atari Microcomputers is an independent, non-profit organization and users' group with no connection to Atari Incorporated. Membership fees are \$20 per year. Membership includes access to the computer library, subscription to the Journal, and classes when held. Permission to reprint articles in any non-commercial publication is permitted without written authorization, provided proper credit is given to the San Leandro Computer Club and the author. Opinions expressed are those of the author and do not necessarily represent the views of the S.L.C.C.

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The SLCC Journal will accept any articles written by members on any topic found pertinent to the club. We will accept articles in any form, although we would prefer articles be submitted on Atariwriter files.

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From the Editor's Desk

RON SEYMOUR AND TOM BENNETT

This is it...our final issue!

Could it be that just a little over two years ago we started as Journal editors? How time flies when you're having fun (ha ha!). The past two years have had their moments, both good and not so good, but always interesting. We have so many memories of the times we have stayed up all hours of the night putting together the issues of the Journal.

We've un-corked the bottle of Korbels, and spent the last hour reminiscing about these past two years. And we feel that this column will turn out to be self-serving therapy, so bear with us.

The SLCC Journal has been our baby. We have nursed it along to the point that it is very much a part of us, and it isn't easy letting it go (that is, until we look back at all of the work). Tom is moving from the area, and Ron is pursuing a professional bowling career (well, sort of). We will be leaving the Journal with some high-energy people with much needed new ideas and goals.

Our first issue was in February of 1984. It was all of 10 pages and a rough attempt, but not bad. It was highlighted by a review of Chris Crawford's first presentation to the SLCC, one of the best of the history of the club. It was also one of Ron's first attempts at newsletter production since high school.

With all of one month under his belt, he came into the March newsletter production date deathly ill and ready to back out for the night, when Tom announced that he was a new daddy. He couldn't work on this month's issue and Ron was stuck doing the Journal himself, slumped over the layout sheets with Bob Barton rooting him on. The smell of the rubber cement didn't help either, but it WAS fun. It was such a momentous issue that we couldn't even find a back issue to look over. Ron is keeping it from us. But it worked.

The next major event (or mistake) was the decision to produce the Special Edition. We really didn't know what we were getting ourselves into. When Ron said he wanted to do a compendium, we came close with a Special Edition. It developed into our most ambitious effort ever. The support was phenomenal and unexpected. It also almost broke the club, although we weren't responsible for that portion. We had more reprints in other club newsletters from this Journal than any other issue. Jim Hood was (and has been) a major contributor to the Journal, and his work truly shined brightly

for the 70 page Special Edition magazine.

Then the stages of burn-out set in. We knew we needed a break, and turned the Journal over to Ron Devine and Frank Hand for three months. But we really couldn't stay away and came back within two months.

But these last few months have been taking their toll on us. We have found that we could no longer produce what we felt was a quality newsletter.

Jerry Telfer, Mark Blum and Jim Hood are going to get us off the hook and take over next month. We feel that you will be impressed with this trio of energetic individuals. Jerry Telfer is a photo-journalist with the Chronicle, Mark Blum is new to the Journal and Jim "Mr. TV Personality" Hood has been a major contributor to the Journal's graphics. They will give you many quality Journals in the future. We will be looking forward to them.

We want to especially thank the people that have been regular contributors. Mike Sawley, our BBS sysop, Assembly Language SIG chairperson Frank Daniel, Software chairpersons Tom Tisby and Ron Devine, Jim Warren, Nate Hood, Dick Scott, Dan Chun and Paul Lew among others regularly contributed to our efforts. And who can forget the humorous and pointed commentaries by our past president Phil Mitchell. Trey Pitruzello added a new twist to our floppy of the month articles combining descriptions of the disk with flair. Makoto Nagata came out of nowhere to be a star in the Special Edition. And all of your positive and complimentary comments helped us through all of those rough times. Karen Bennett's monthly baking also helped add pounds to our editorial staff.

Well, this is it...the last issue. We hope you have enjoyed what we have done in the past. Now the SLCC's future administration will be complimented by a new editorial staff that you will be impressed with.

Don't worry, we won't be back. We promise.

Thank You,




Faire Report

TOM BENNETT

WEST COAST COMPUTER FAIRE SPEAKER'S CONFERENCE

One of the highlights of the West Coast Computer Faire in April was the San Leandro Computer Club sponsored "The Atari Resurgence" speaker's conference. Speaking to an overflow audience were Sam and Leonard Tramiel from Atari, Bill Wilkinson from Compute, Jim Capparelli from Antic, and Matt Ratcliff from Analog and ACE of St. Louis. David Small, coming off of an impressive showing of the MacCartridge in the SLCC booth, moderated the conference.

Below are some highlights of the conference, courtesy of Matt Ratcliff. Matt compiled a transcript of the conference and uploaded the file to Compuserve for the Atari community.

USING THE 68000 IN THE ST:

DAVID SMALL: Why was the 6800 chosen for this series of machines as opposed to the Intel series of chips for IBM compatibility?

LEONARD TRAMIEL: IBM compatibility was never something we were aiming for. The IBM PC in my personal opinion has always been an archaic technology that's probably held back computers more than any single thing done by any single company.

SAM TRAMIEL: Please quote him.

LEONARD TRAMIEL: The 6800 was the only available full 16 bit processor around with the linear address space that you could turn into a REAL computer. There were several other processor chips in the earlier stages of development: the 32016 from National and a couple of others that were around, but really nothing that was available in large quantities. Large quantity usually implies low price.

ST SALES:

DAVID SMALL: Do you know figures of monochrome versus color systems that are being sold?

SAM TRAMIEL: Europe: 50/50, and North America: 80% color and 20% monochrome.

8 BIT DEVELOPMENT:

SAM TRAMIEL: There is an 80 column card which is about complete now. I hope for production in June. I had setup a review of

it on Friday with all the engineering people about it. We just added some more RAM to it to make it that much more flexible. But it will be out in June, maybe July. Retail price, taking a stab at it, will be around \$79, something like that. We are definitely keeping (the 8 bit line) alive. There will be future RAM expansions. The machine will stay alive, without a doubt. Also there will be a new 3 1/2" floppy out; I would say third or fourth quarter, 500K. Someone close to me (Bill Wilkinson) is working on the DOS (A-DOS) for it.

COMPOSITE OUTPUT ON THE ST:

SAM TRAMIEL: Future 1040's will also have that (composite output). In Europe we did it a few months earlier, it was much easier for Europe to get it done.

EXPANSION BOX FOR THE ST:

DAVID SMALL: When will (the IBM box) become available here?

SAM TRAMIEL: We hope to have it at the end of the summer, August. We plan to show it at COMDEX. We hope to be showing Lotus 1-2-3 running at that time. We are going to have an expansion box for the ST. And in that box you can put a 5 1/4" drive if you want to. You can plug in the IBM card if you want to...and other future products into that expansion box.

AUDIENCE: How IBM compatible is it?

SAM TRAMIEL: It's supposed to be...99 point something percent compatible. Very compatible.

AUDIENCE: Will the box be able to use IBM cards?

LEONARD TRAMIEL: That's more of a packaging question than anything else.

DAVID SMALL: Is the bus brought out on the IBM card so you can plug in IBM expansion cards?

LEONARD TRAMIEL: That's how you package the thing together.

SAM TRAMIEL: (Interrupting) We have NO COMMENT at this time.

MATT RATCLIFF: People have asked me if there is going to be an Atari 8-bit machine emulator for the ST.

SAM TRAMIEL: Well, we did check that one out with our engineers. We think it's almost impossible to do. It won't work, so we did think of it.

GAME MACHINE BUSINESS:

SAM TRAMIEL: We did not say that we were getting out of the game machine business or Image. Right now the 2600 is selling like hotcakes. We make in our Taiwan factory right now, I think, 15000 a day. They are selling like crazy and I'm not going to turn off that business. It is extremely profitable.

AUDIENCE: Are you using the profits for ST development?

SAM TRAMIEL: We are, exactly. For future technology. But it's a bread and butter thing, it just keeps on going. I can't stop it, it's wonderful. We had planned to make this year about 3 million pieces of the 2600 for North America, that's including Mexico. The 7800, we were blessed with 100,000 machines of inventory from Warner. It will be coming out for sale in April, late this month. We have the first 12 titles on the machine. And if it does well, and I think it will, we'll keep going with it. We are staying in the video game business. And of course the 68000 based one (game machine) is for '87.

ST MARKETING:

DAVID SMALL: Speaking of Toys R Us, many dealers were concerned when Atari announced that it was going into major stores, because the old Atari company undercut dealers and made lots of enemies. How do you feel that mass merchandising will affect the Atari dealer network?

SAM TRAMIEL: There can be many more ST's sold this way. It's very important to broaden the base of the ST. The dealer network who was upset in the beginning, has now backed off. On the 1040 we have been very, very careful. We're only selling it to really established, REAL dealers, who do the servicing to back the machine up. No one else is getting it, we're being very selective with the 1040. And they see our commitment. So they're quite pleased with that. We are supporting the specialist dealer very heavily.

ST HARD DISK:

SAM TRAMIEL: The hard disk is now in manufacturing in Taiwan, the pilot production. Mass production starts next month (May). It is a definite go. It's really happening, there's now doubt.

AUDIENCE: Price?

SAM TRAMIEL: A little lower than \$800.

ATARI FINANCING:

SAM TRAMIEL: The money came from one place

whose initials are JT. And that's where the money came from. We have been from day one, totally internally financed. We're not borrowing one dollar from any bank outside, any company outside. Totally 100% financed from inside, from my father, and from our partners in the company. And the first 14-15 months was hell. We didn't realize how bad the company was, how sick it was. It was a major disaster. It took a lot of money and effort to fix it....Now everything is reorganized, almost everything, very close. Financially we are in a good cash flow position. Money is coming back into the company now. We're financially very strong, going ahead. We're no longer in hyper drive - we are just going fast now.

ST BASIC:

MATT RATCLIFF: Also, ST BASIC has quite a few bugs. Is that going to be updated? And what about ST Writer?

LEONARD TRAMIEL: ST Writer, I'm not so sure how much updating we're going to be doing on that. ST BASIC, DEFINITELY. There's a fairly major effort involved in getting ST BASIC cleaned up as much as possible.

FUTURE PRODUCTS:

SAM TRAMIEL: We do plan, sometime in the future, to have a laser printer with the Atari label.

ST AS A TERMINAL:

AUDIENCE: Is it true a lot of people are using the ST as a dumb terminal?

SAM TRAMIEL: No, an INTELLIGENT terminal.

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Hardware Info

MIKE BELLANTE

THE 80 COLUMN ATARI

About the only advantage that my IBM 3270 PC I use at work has over my Atari 800XL is its 80 column display. If you use 80 columns all day and then return home to a 40 column world the transition is a little hard to make.

Owners of the older Atari 800 can install the BIT 3 FULL VIEW 80 board in their computers for a hefty \$179 (available through Computer Mail Order). But what about us XL and XE owners?

You may have noticed in issues of ANALOG magazine a full page ad by CDY of Texas. One of the items available from this company is a feature called OMNIVIEW. OMNIVIEW is a replacement operating system for the XL or XE that includes 80 column capability. There is a separate OMNIVIEW OS available for the older 800 machines as well. To install OMNIVIEW all you need do is remove the old chip and replace it with the new one. If you own an 800XL you may have a socketed board in which case the installation requires no soldering.

If you own a newer 800XL or a 130XE installation will require soldering and should not be attempted by a novice. Opening up your computer also voids the warranty so keep that in mind.

Although CDY claims that OMNIVIEW is fully compatible with the standard OS I have found that this is not the case. There are some programs that check for modified operating systems when they initialize and will not run if one is detected. Adept: Archon II is one of these. However, CDY also has available a vacant RAMROD board that allows you to install OMNIVIEW and switch between your standard OS and OMNIVIEW.

When I first installed OMNIVIEW I was disappointed in the quality of the 80 column display. I was using an NEC color monitor which had served me well in the past but it caused the letters to appear smudged in the 80 column mode. After some experimenting and testing with other monitors I found that OMNIVIEW worked well with monochrome monitors and the Commodore 1702 color monitor. The letters no longer appeared smudged and the quality was good. Not as good as my IBM 3270 but it uses an RGB

monitor costing several hundred dollars more than a 1702 composite monitor.

OMNIVIEW comes with an 80 column word processor called OMNIWORD. It was originally called SPEEDSCRIPT 80 and is identical to COMPUTE! magazine's SPEEDSCRIPT 3.0 except for the 80 column capability. OMNIVIEW coupled with OMNIWORD makes for a nice 80 column enhancement to your Atari. Unfortunately for best resolution you must use a light background with dark letters. This results in eye fatigue after a while. OMNIVIEW can also be used to display and write your programs in 80 column mode. Another nice feature of OMNIVIEW is that it emulates the old 800 operating system. Therefore you no longer need to hold down the option key when booting up without Basic nor do you need to use the Translator disk.

OMNIVIEW sells for \$60 and the vacant RAMROD board with switch sells for \$40. I recommend that if you plan to purchase OMNIVIEW that you get both of these items so that you can continue to have the original OS available when needed. Due to its limitations I can not fully justify the \$100 price tag for OMNIVIEW. If you add to this the cost of installation the price becomes excessive. I would recommend OMNIVIEW to only those that feel they must have 80 column capability right now. Those of you that can wait should do so.

(From the Key System.)

Antic On-Line

ANTIC ON-LINE
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THIRD COMDEX REPORT FROM ANTIC
BY DEWITT ROBBELOTH
ANTIC EXECUTIVE EDITOR

ATLANTA COMDEX, April 30, 1986 - Products for the Atari ST computers dominated the Atari exhibit at the Georgia World Congress Center here as COMDEX entered its third busy day. Atari Corp. President Sam Tramiel and VP Sig Hartmann prowled the purple and silver Atari enclave, touching base with the 30 Independent software vendors invited by Atari to show products there. According to Hartmann, 2,000 ST developers worldwide are expected to bring a bonanza of products to market yet this year.

CAD-TYPE PROGRAMS

Several graphics products attracted attention. The Graphic Artist from Progressive Computer Applications, Inc., claims to be a new category of software, beyond Computer-Aided Design (CAD). While providing full CAD features, The Graphic Artist also contains complete business graphics and text-handling systems with built-in and modifiable fonts. Using this product, a single worker can produce professional monochrome documents containing accurate graphic elements to any desired scale alongside any desired text. The package sells for \$495 and is available now. Optional command language is \$245 additional.

Easy Draw, by Migraph, lacks some of the power of Graphic Artist, but only costs \$150, while retaining quite impressive abilities to create B&W and color drawings of great accuracy and detail. Not a paint program, it is truly object oriented, and makes its pictures by combining lines and geometric shapes that can be manipulated in many ways. It has limited text-handling (really labeling) ability, and is choosy about output devices.

An unusual CAD product is the PCBoard Designer distributed by Abacus Software. This monochrome program attempts only to facilitate the frequent need to design printed circuit boards. The program's library contains a reasonable selection of electronic devices, and users can add their own if needed. Move these to the work area and arrange as desired; specify the connections and they are made automatically. The traces are marked out in several widths with proper spacing. PCBoard Designer costs \$395 and will be available May 15.

CAD-3D, by Tom Hudson, makes it easy to create three-dimensional objects of great complexity, and examine them from all sides as wire-frame or solid models in monochrome or color under several different lighting conditions. Saving successive frames in RAM or on hard disk enables effective animation of the object. CAD-3D will be available May 15 from Antic for \$49.95.

FILE SERVER

A file-server system for the Atari ST computers was shown by BMB Compuscience of Canada, Ltd. The server is actually an IBM clone (a Compaq in the demonstration) dedicated to the task. With a 20-megabyte hard disk onboard and a \$895 card installed, the server can accommodate 63 computers which must be either IBM compatibles or Atari STs

equipped with BMB's interface box. The interface costs \$495 and will be available in July. This sounds like an expensive way to set up a local area network, but it is quite reasonable compared to the cost of using all IBM equipment.

When connected to the file server, each computer has its own assigned space that can be protected with a password of the user's choosing. Depending on the permissions of the network manager, each user may also read from or write to other users' space, and even exchange data and programs if the formats are compatible. For instance, the demo at COMDEX showed data from The Manager, running on a Compaq, transferred into The Manager, running on the ST. The Manager is a full featured database program, also from BMB Compuscience, that costs \$169 for the ST version.

The file server also contains a cassette tape backup for its hard disk. Another tape backup system for the Atari hard disk was shown by Atari. It uses a specially spooled tape housed in a small case and it can back up 10 megabytes in four minutes.

THUNDER

Thunder, from Batteries Included, is a desk accessory for the GEM interface that checks spelling in real-time. It also expands abbreviations, and analyzes statistics for a given document. The spelling checker's 50,000 word dictionary can be expanded to 70,000 by the user. The program rings the system bell whenever a typed-in word does not match a dictionary word. The writer can then correct any obvious error, or if stumped, call up a sophisticated series of replacement words from the dictionary. One mouse click makes the replacement, and the bell can be disabled if bothersome.

The expansion feature makes it possible to set up several hundred abbreviations (5K worth), which when typed into a document are automatically expanded to full length. For example, BI could stand for Batteries Included. A small repertoire of abbreviations is provided with the program, but the rest must be set up by the user, and of course, no abbreviation can duplicate a dictionary word.

The analysis feature counts syllables, syllables per word, total words, sentences, words per sentence, and performs some tests - such as percentage of words with more than three syllables. It also calculates a FOG index and a Flesch index and tells the writer the educational level required for

the average reader of the document. Thunder is compatible with many GEM-based document programs. It costs \$39.95 and will be available July 1.

FINANCIAL MATTERS

Batteries Included also introduced the Isgur Portfolio System (IPS) for securities management. This includes complete data for all equity investments, including total value, gains and losses of the portfolio as of the last price updating. A full-featured telecommunications section of the program, called I*S Talk, automatically calls Dow-Jones, CompuServe or other services for prices and posts them to the individual security records.

I*S Talk will be available separately from Batteries Included. It features full upload/download, Xmodem transfers, editable capture buffer, user-defined macros, on-screen clock and auto-log. The portfolio program permits "what if" modeling, and tracks diversification graphically. Messages to the user occur when preset criteria are met (e.g., "signal if stock decreases 10%"). Dozens of special features make IPS a program that must be seen to appreciate. It will be available June 5 for \$199.

Dac-Easy is a powerful but inexpensive accounting program ported to the ST from the IBM, in which version it was named Product of the Year by InfoWorld in 1985. Amazing as it seems, this fully implemented and integrated "business tool" costs \$69.95. It includes general ledger, accounts receivable, accounts payable, purchase order control, billing, inventory and forecasting. It does not include payroll or taxes. It was designed by three CPA members of the company and is the tool Dac Software Inc. uses to do its own multi-million-dollar-a-year accounting.

OKIFACE

The Plug 'N Print Kit to connect the Okimate 20 color printer to the ST computers was shown by Okidata and is now available for \$99. The printer costs \$169 without the interface and boasts a bright and true color rendition for the ST. It also prints B&W characters at 80 cps (draft) or 40 cps (NLQ) for low-productivity word processing.

Antic and Analog magazines shared counter space at the Atari exhibit where they distributed free copies of their latest issues. Analog was promoting its ST*LOG, now a magazine within a magazine, and Antic announced its new mag-and-disk publication, START - the ST Quarterly, available June 1.

Software Review

PAUL FIELDS - S.A.A.E. SYSOP

Raid Over Moscow

The Atari release of this arcade-cum-adventure game could not have been more timely. Why? Simple: the recent national outpour of bellicose emotion resulting from the "interdiction" mission over Lybia and the "egg-on-the-face" situation the Soviets find themselves in after Chernobyl. Raid Over Moscow (ROM) postulates this scenario:

Following many years of alternate periods of detente, negotiation, sabre-rattling, threats, allegations, and the like, the U.S.A. and the Soviet Union have concluded the SALT IV treaty.

Conditions of the treaty dictate complete, bi-lateral nuclear disarmament.

However, the Soviets have secretly continued to maintain a sizeable force of strategic nuclear weapons, Intercontinental Ballistic (ICBMs). Their new generation of ICBMs is extremely accurate and deadly as they are controlled from the ground by missile officers using data collected by Soviet spy satellites, telemetry, and other super-sophisticated electronics.

While the U.S. has disarmed its nuclear "fleet", it has kept its nuclear detection system in tact. The first U.S. Defense Space Station (DSS) has also been developed and fielded to serve as the platform for a squadron of 12 Stealth fighter/bomber aircraft capable of flying at extremely low altitude, virtually undetected by radar.

This combination of the DSSs and Stealth aircraft are considered, by both sides, to form an impenetrable defense system.

This has the Soviets running scared. Their nuclear weapons are on the verge of being rendered impotent. And, they are fearful of the consequences of being discovered by the U.S. as having violated the SALT IV treaty in such wholesale terms.

And, thus, the stage is set. You, as the squadron commander of the our first DSS squadron, are the only hope for your nation, should the Soviets decide they must strike now to avoid losing their position of ill-won superiority.

ROM provides 3 levels of difficulty, a demo mode, and a "cheat" mode that allows you to skip screens you find either too hard

or that you have already mastered. ROM is not a game for the lazy or feint-of-heart. Your Atari becomes a most formidable opponent in the guise of the Soviet PVO-Strany (Self Defence Air Forces).

The game opens with a view of the space station hovering over Mother Earth and a spy-in-the-sky view of the US and USSR. The Ruskies will fire one of their super-missiles at the US. Your control panel immediately displays such important facts as the missile's target, the silo complex that launched it, and the estimated time of its impact at the American target site.

Like the Cavalry of old, you'll mount up in your Stealth fighter/bomber and speed from space station to Earth to knock out the silo's control center before the missile reaches the Good Ole USA.

Now, that is a whole lot easier said than done!

You'd think that getting your aircraft out of the space station would be just a formality. Wrong! I played about a dozen "games" of ROM before I successfully launched one aircraft. Launching a craft that's designed for employment in both space and Earth's gravity takes some "getting-used-to"!

Assuming you get one or more aircraft successfully launched, your fun has just begun. Travelling from space station to Earth is a piece of cake... No dangers! Once in Earth's atmosphere, though, "check six" (fighter pilot lingo for "watch your behind"). You'll face defense robots, helicopter gunships, heat-seeking, surface-to-air-missiles (SAMs), dense treelines, and other hazards - some that shoot back and some that don't.

If you're successful in flying the gauntlet of front-line defenses, you'll encounter the Soviet air-defense squadron assigned to direct defense of the missile control silos. The silos themselves also have anti-aircraft guns that will constantly fire at you. Your ultimate flying mission is now at hand: knock out the main control silo and destroy the Soviet missile squadron's ability to guide the missile to its target.

ROM is fast-moving! In the time it has taken you to read the preceding paragraphs, ROM's clock, from the time the missile was launched to impact, could have run out on you. While you certainly want to make as many bonus points as possible from space station to firing the rocket that puts the control silo out of business, you must always be aware of the seconds ticking away. If you run out of time, and the missile hits its target, you lose all your points and

your overall rating, should you complete your mission, will definitely suffer.

If you successfully repel 3 missile attacks, you will find yourself on one last flying raid deep into Soviet airspace and on a collision course with Moscow. The same type of air defenses will stand in your way.

Making it through this fourth flight through the Soviet will put you in front of the Soviets' most important nuclear resource. Commandos will "dismount" from your aircraft and attempt to penetrate the Soviet Defense Center, the seat of command of all their nuclear forces. The Center is heavily protected by crack infantry troops and tanks. You'll be armed with hand-held rocket launchers with which to make your attack. The number of commandos you have available will depend on how many aircraft have made it through the 3 missile attacks and the final flying raid on the capital.

Your goal, once inside the Center, is the Center's reactor room. Protected by robots programmed both for maintenance and defense of the reactor, the reactor is an extremely dangerous place for your commandos. And, the time element still works against you here. Even if you are skillful enough to destroy the right number of robots, you must find your way out of the reactor before it explodes as a result of its maintenance robots being destroyed.

All in all, ROM is an excellent entertainment buy. I am NOT usually a game player, usually preferring to write utilities and to operate my bulletin board. But, ROM really caught my eye and I just could not put it aside. The concept, unlike many space games, is almost credible - especially with "Star Wars" defense technology within our real-life grasp.

The graphics in the flying segments are superb, with realistic scrolling and 3-D simulation. The flight mechanics are on a par with other top-rated flying games like Blue Max and Zaxxon. The land action, in front of the Russian high-command complex and inside the reactor room are extremely challenging, requiring a quick eye and steady hand.

RAID OVER MOSCOW:

Written by: Bruce Carver

Translated to Atari by: Steve Coleman

Published by: Access Software Inc.

I rate it "5 stars"!

Finally, if you're ever in the mood to splurge a bit on the ole phone bill, be sure to give my BBS a call. It is the official BBS of the San Antonio Atari Exchange Club. The 24hr. number is: 512-658-7223 operating at 300/1200 baud. (SAAE)

Hardware Review

MARK BLUM

HIPPO EPROM BURNER FOR THE ST

Recently I purchased the Hippo EPROM Burner from Hippopotamus Software Inc. It is capable of burning the following chips: 2764, 27128, 27256, 27512, 2364, 23128, 23256, 2817, 2864, 28256, 1225, 1230, and can program at 5, 12.5, and 21 volt settings.

The board itself is about 9 inches long, and has a male DB25 connector on one end for connection to the ST printer port. Hippo was also thoughtful enough to put a Textool zip socket on the board to make insertion and removal of chips easier. The board carries its own power supply which is set at 24vdc.

My only complaint with the board is that it totally lacks protection for the board's electronics; that is to say it has no case and is wide open to the elements.

In my opinion, the documentation is very good. Outside of the normal information supplied for EPROM burners, it also contained pin layouts for all the chips listed above, and also complete information on how to make application and diagnostic cartridges. (Cartridge boards for the ST are available from Hippo at a modest fee.)

Explanation of all functions is a lot better than other EPROM burners I have used. There is no guessing required to burn or read a chip. The entire operation is software controlled, and has a number of options so you are not locked into just one--although when the chip type selection has been made, some of the fields are automatically selected. The program has an editor which allows you to change the data prior to burning the chip. All the information as to which selections you have made remains on the screen in windows so you don't have to guess what you have selected. When reading or burning chips, data is read directly to or from the disk, so you don't have to figure out the starting and ending addresses. Programming a 27128 EPROM takes about 5 minutes. There is no fast-write mode.

The program gives you 3 options for how to saving or writing a chip. They are: binary, Intel Hex, and Motorola S-Record formats.

To summarize; Hippo's EPROM Burner is an excellent product with very good

documentation and a very friendly user interface. It is extremely flexible in both usage and the variety of chips it can handle, but really needs a protective case around the electronics to be usable in the environment of anyone who doesn't live in an industrial "clean room."

After talking with Hippo, they informed me that the reason for the board being "wide open" was to keep the cost down and the burner was basically meant for people that do research and development and are familiar with hardware of this type. Another reason for the lack of protection was to make the zip socket accessible.

Printer Tools

KEN FRINK - BOISE ATARI GROUP

CREATIVE WAYS TO STRUCTURE AND USE YOUR PRINTER DRIVER

The first thing I would like to say is that NOTHING IS ETCHED IN STONE AS TO HOW TO DESIGN YOUR DRIVER. Atariwriter + gives you some guidelines and states that if you use font number 1, you will get one particular font and if you use font number 2, you will get another font. Your particular printer may not support some of these fonts and therefore you may feel that a particular font number can't be used from Atariwriter +. This simply isn't true.

While you may not be able to use that font number to print, say, elite you can use that font number for some other function your printer may support that Atariwriter + normally doesn't.

What could some of those functions be? Well, some printers support different line spacing, some an italics font, some support elongated print with an automatic return to normal print at the end of a line, while some support print being spaced by the inch or divisions rather than by character size determining the line spaces in between.

Any of these can be supported by your printer driver by using one of the font numbers to write your printer's code to. One thing to remember: this will be done globally and will affect the entire text body unless you give decimal commands within the text body.

"Yeah, but it says its for fonts and not for other functions." True, but you need to think of each of the font choices as a mini-program with the Atariwriter +. Each of the font selections from Atariwriter + (1

through 9) can be thought of as a "function" key like on a larger computer: when you hit a "function" key, it enters a small program or subroutine and acts on that subroutine immediately. When you look at the font choices in this light, it gives you far more flexibility in programming your printer driver.

There are some limits as to what can be done with those fonts. The constraints are that there are only nine fonts to choose from, there are only a certain number of functions your printer will support, the codes can't exceed one line length when writing them and some functions you may never want to use globally.

You can write your printer-driver for maximum flexibility with the widest variety of choices by firstly seeing what functions your printer will support. Then determine which of those functions you might want to use globally. Write the decimal codes for each of those functions if they have not already been written for you.

"Yeah, but I may want to use some of those functions in varying combinations in the future and there are only nine font choices to put them into." True, but you can increase the combinations by programming each font with only one function, for example, elongated or compressed, etc. You do this when you chose the "global format" choice from the main menu. By entering the font number with [G] for one function and pressing RETURN, you have entered one function. But if you want to combine another function with it, you simply hit the [G] key again and enter the number of the second font you want to combine with the first choice and hit RETURN again and that choice has been combined with the first choice.

I would not include elongated (double width) with bold (emphasized) as choices to write to my font files if my printer supported a large number of functions that I wanted to use. These are already supported in the first part of the printer-driver program and are easily accessed and supported by Atariwriter + by using the SELECT or CONTROL key in combination with a letter key. Therefore, you would be wasting two font choices you could use for other functions. "But doesn't this cancel the first function I entered?" No, it doesn't and because of this you can "build" any combination you want.

"OK, but do I have to reload Atariwriter + every time I want to make a new choice? Can I somehow cancel those functions and delete them from the computer's memory?" That depends on how you write your printer-driver program. If you

don't figure out some way to write the cancellation codes for each of the functions above, then yes, you will have to turn off the computer and reload Atariwriter +. There is another alternative, and that is to keep on of the fonts blank for normal usage and write all of your cancellation codes to that one font choice. Then when you go to that choice and hit RETURN, it will cancel any and all of the previously selected choices. Then and only then can you make new choices. If you use this method, then it is important to turn off the printer and it's interface immediately after pushing the RETURN so that you cancel those functions out of the interface and the printer. The printer and interface can be turned back on immediately because all that you are trying to do is cancel that information from the interface and printer's memory. The program will take care of the computer, but not the printer and it's interface, but it does save you from having to load Atariwriter + again.

"Can I use those font choices for some of those special functions you mentioned above?" The answer is yes, as long as you want to use them globally. You may decide to write several different printer-drivers for your particular printer, each having a different printing application.

Long live Atari and happy computing.

Printer Tools

TOM BENNETT

Below are two Atariwriter + printer drivers from our newsletter exchange. The Star SG10 printer driver is courtesy Bill Zinn from ABACUS, and the Epson RX80 driver is from Terry Watkins from HACKS in Southern California.

Atari is in the process of compiling printer drivers through customer service's Marc Jansen (408 745-4306). If you have put together a printer driver for Atariwriter + and want to share it with other users through Atari, send them to:

Atari Corp.
AW+ Printer Driver
ATTN: Mark Jansen
P.O. Box 61657
Sunnyvale, CA 94088

Bill Zinn warns that the SELECT and UP or DOWN ARROWS do not work for superscripts and subscripts. Control G codes are required. Also, when changing fonts within the file a "[CTRL] G 1" should always be used to turn off super/subscripts, italics and doublestrike before selecting another font.

SIG News

JERRY TELFER

C-SIG DEBUT

The C programming language is the object of SLCC's newest special interest group.

C-SIG will be led by Dave Beckemeyer, the author of MICRO C-Shell and other UNIX-style programming utilities for the Atari ST.

C is a structured programming language, like ACTION! and PASCAL, and produces very compact compiled code. One of the most attractive features of C is that its source code is extremely portable between computer systems, since the language itself is machine independent.

"There aren't even any built-in I/O routines in the language," says Beckemeyer. "To perform I/O you use a program written for your machine. Most C compilers come with a library of I/O functions."

The SIG activities will be less structured than the language itself. Beckemeyer plans to do a bit of lecturing, but with a greater emphasis on looking at code written by the SIG members or by others. Style can be important to keeping the C source code portable, so the encouragement of good programming habits will be stressed.

"I'll try to set some examples for clean, readable code, give some basic information about the syntax of C, and then work our way up. But most of the time we'll work with the code written by the SIG."

"C is a language that grows on you. You'd be surprised at how quickly it happens. Your first programs may look a lot like they were written in BASIC, with a lot of gotos; but very quickly--I'm talking a month--you start producing good clean C code."

Some programmers who have "tried 'em all" say that C fits somewhere between PASCAL and assembler in its ability to access the computer on a direct level. "It's sort of a hacker's language. One of the features of C is that it even gives you the power to define the language itself," Dave adds.

For further information about the SIG, contact Bob Barton 352-8118.

SG10 PRINTER DRIVER BY BILL ZINN ABACUS NEWSLETTER

```

INITIALIZE EVERY LINE:  BLANK
LINE FEED & CR          155
UNDERLINE OFF           27 45 0
UNDERLINE ON            27 45 1
BACKSPACE               8
ELONGATE OFF            27 87 0
ELONGATE ON             27 87 1
BOLD OFF                27 70
BOLD ON                 27 69
UP 1/2 LINE             BLANK
DOWN 1/2 LINE           BLANK
DOWN 1/2 LINE & CR      BLANK
RETURN W/O LINE FEED    155
FONT 1 PICA              27 84 27 53 27
                        72 27 66 1
FONT 2 CONDENSED         27 66 3
FONT 3 PROPORTIONAL      27 112 1
FONT 4 SUPERSCRIPT       27 83 0
FONT 5 SUBSCRIPT         27 83 1
FONT 6 ELITE             27 66 2
FONT 7 ITALICS           27 52
FONT 8 DOUBLE STRIKE     27 71
FONT 9 NLQ               27 66 4
  
```

EPSON RX80 PRINTER DRIVER BY TERRY WATKINS HACKS NEWSLETTER

```

INITIALIZE EVERY LINE:  BLANK
LINE FEED & CR          10
UNDERLINE OFF           27 45 0
UNDERLINE ON            27 45 1
BACKSPACE               8
ELONGATE OFF            27 87 0
ELONGATE ON             27 87 1
BOLD OFF                27 72 27 70
BOLD ON                 27 71 27 69
UP 1/2 LINE             BLANK
DOWN 1/2 LINE           BLANK
DOWN 1/2 LINE & CR      BLANK
RETURN W/O LINE FEED    BLANK
FONT 1 PICA              27 64
FONT 2 CONDENSED         15
FONT 3 SCRIPTS OFF       27 84
FONT 4 SUPERSCRIPT ON    27 83 0
FONT 5 SUBSCRIPT ON      27 83 1
FONT 6 ELITE             27 77
FONT 7 ITALICS           27 52
FONT 8 ITALICS OFF       27 53
FONT 9 NOT USED
  
```


Our Next Meeting

DICK SCOTT

Our June meeting will be the election of officers for the coming year in the club; therefore, I have not arranged for a guest speaker. The elections take up a lot of the time and of course, we have to hear from our "NEW CLUB OFFICERS"!!

Now for a recap of The BANK of AMERICA'S presentation on their "HOMEBANKING" service. It was a very good presentation by Mr. Darrell Victor who was assisted by Ms. Laura Holman, Financial Services Officer, her office is located in the Hayward Main Office 1200 "A" Street. I received a letter from Ms. Holman concerning two points of interest. I am including the entire text of the letter as follows:

Dear Mr. Scott:

Thank you for the opportunity to present our HomeBanking service to your group. It was a pleasure to be involved with your group.

One point was at issue, I would like to clarify. Members were asking why the bank charged for this service above a checking account fee. The reason being is this is a very expensive service for the bank to offer. With the continual upgrade of the service and the broad span of enhancements and the daily upkeep and servicing expense that the bank at this time is not making a profit on the service. Our profit lies in the checking account which the client can opt for an interest bearing account and make money on it.

We are not profiting from the float between time the client pays his bill and payment is recorded by the biller because money is taken from the client's account on day requested by him and sent the same day to biller. We do not hold the funds on our books until it is recorded on biller's payments, the biller gets the advantage of having the money if there is any drag time in posting it to the billpayer's accounts. I hope this clarifies the issue of bank charging for the service. Again, don't forget 2 months free of service charge when any club member enrolls.

Thank you,

L. Holman
Financial Services Officer
(415)881-2301

I have signed up for the service, and the first two months of service charges were waived.

See you at the next meeting, please be there so you can vote for the person of your choice.

A note on voting, remember to vote in the California primary elections

Disk of the Month

JAMES MORAN

DISK LIBRARY

During a number of recent computer swap meets there have been several requests for educational programs and telecommunication programs. To satisfy these requests we have added two new disks to the club library.

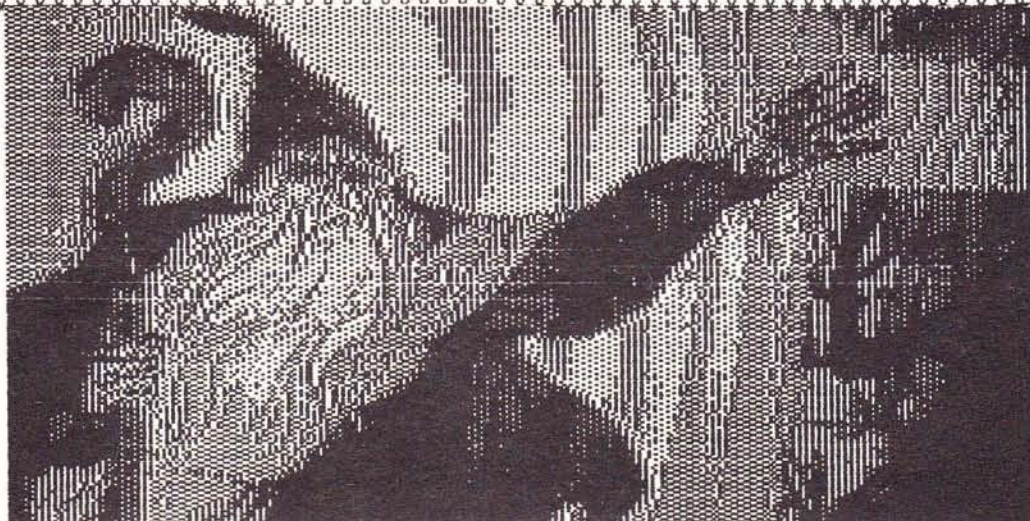
The first of these disks is TELECOMMUNICATION DISK #5. Side A of this disk contains EXPRESS 1030/XM301 the latest release of a great modem program by Keith Ledbetter. This program is set up as a boot program so all you need to do is lockout basic and turn on your equipment. On side B of the disk is EXPRESS 850, a modem program for those who use the ATARI 850 (or similar) interface. This is also set up as a boot program.

Each side of this disk also has extensive documentation for these modem programs. In addition this disk also has SCRUNCH and UNSCRUNCH, programs that allow you to compact files either singly or in multiples and send them by modem to your favorite BBS or to friends, all by phone. There is also documentation for these two programs on the disk.

The second disk (EDUCATION #1) is a collection of educational programs from any and all sources. This disk is set up with a menu that hopefully will allow easy use so that younger children will be able to play and maybe even learn. The programs on this disk are designed to entertain and also teach many subjects from typing to mathematics to geography to just plain old thinking.

3211 This disk was made up without any thought as to the age of the user so you may find that some of these programs are fun even during your second childhood.

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	3 8 pm	4	5	6	7
		MAIN MEETING S.L. Library 300 Estudillo				
8	9	10 8 pm	11	12	13	14 7 pm
		ASSEMBLY SIG for info call Frank 632-7181			Newsletter Deadline for info call Ron 537-3183	MSIG/GAMEROOM for info call Phil 351-2208
15	16 8 pm	17 8 pm	18	19 8 pm	20	21
	ST MEETING For Info Call Bob 352-8118	ATR8000 SIG BBS SIG for info call Mike 482-5061		BASIC PROG. SIG for info call Mike 482-5061		
22	23	24	25 8 pm	26 8 pm	27	28
			EXEC. BOARD			
				C SIG For Info Call Bob 352-8118		
29	30 8 pm					
	ST SOFTWARE SIG For Info Call Bob 352-8118					



SLCC Interface

San Leandro Computer Club
General Meeting
May 6, 1985

DAN CHUN

8:05 VP Jim Hood opens the meeting. A few announcements; President Bob Barton's wife, Donna had a twin boy and girl. Two Computer shows, May 5th at Pleasanton, and May 24 & 25, 1986 called Golden Gate Computer Expo.

8:15 Cliff and Mark, the club's new software chairmen, demoed the floppy of the month disk. Thanks Tom and Ron for doing an excellent job as software chairmen for the past year.

8:20 Lois Hansen gave a financial report of the club's treasury. The club has about \$4,000.00 in the checking account. The club netted about \$1,644.00 from the West Coast Computer Faire. We have about 390 paid up members. Jeffrey from Hayward was the person with the lucky 500 membership number and received his \$20.00 refund.

8:30 Mike Sawley asked the membership if we could have a hard disk drive to run on the

Key System BBS. The cost was \$475.00 for a hard drive and controller card. The members voted in favor of spending \$475.00 for a hard drive system for the ATR 8000 BBS system.

8:40 VP asked the members what should we do about the two 8 inches drives we now have on the system? It was moved and seconded that we will have an auction in July to sell the drives to our members. The minimum bid will be \$150.00 for the two drives and controller card.

8:45 Dick Scott our program chairman introduces Mr. Darrell Victor and associate from Bank of America to speak about Home Banking with your personal computing.

9:30 Vp opens the meeting for club business and nomination for club officers. It was moved, seconded, and approved to purchased 1,000 5 1/4" floppy diskettes.

New nominations are:
President: Tom Tisby
Vice President: Phil Mitchell
Secretary: None this month.
Treasure: None this month.

9:55 Nominations closed.

SLCC Journal

P.O. Box 1525, San Leandro, CA 94577

Next Meeting:

ELECTIONS:

June 3 8:00 PM
San Leandro Community Library
300 Estudillo Avenue
San Leandro, CA

TO:

